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TOY HEADQUARTERS

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PRINTED IN JAPAN

SNS-JJ-USA

JAMES BOND JR.

INSTRUCTION BOOKLET

T•HQ, Inc.
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SUPER NINTENDO
ENTERTAINMENT SYSTEM

INTRODUCTION

Thank you for purchasing James Bond Jr. for play on the Super Nintendo Entertainment System. We hope you enjoy many hours of non-stop action as you travel across the world to tangle with the deadly agents of S.C.U.M.!

Join James on his mission to stop the evil plans of Dr. Derange, Skullcap, Maximillion Cortex and their leader - S.C.U.M. Lord!

Get equipped with new weapons and gadgets in each level of action! His buddy IQ will be sure to lend him an electronic hand with devices that are bound to stop S.C.U.M..

So get ready to make a new legend for the Bond name as you race across the globe in your never-ending battle against the forces of evil!

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Nintendo

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THE SCOURGE OF S.C.U.M.

Three missions await James Bond Jr. - each one more perilous than the one before it . . .

His first stop is the jungles of Central America. There he must find and defeat Dr. Derange before the evil genius discovers the treasure of the Temple of Gold. James must face S.C.U.M. agents on land and in the air (in his minicopter) to make it to his confrontation with the sinister doctor!

Next, he'll dive into action in the canals of Venice, Italy. This is where the legendary DaVinci papers have led Maximillion Cortex on his quest for a secret invention. James has to pilot a specially armed speedboat through the deadly canals in search of the ancient item!

In his final mission, James faces his ultimate enemy - S.C.U.M. Lord. And he can only be found on the coldest, most remote place on Earth.

Remember the spy's motto - "Danger lurks within every shadow."

STARTING THE GAME

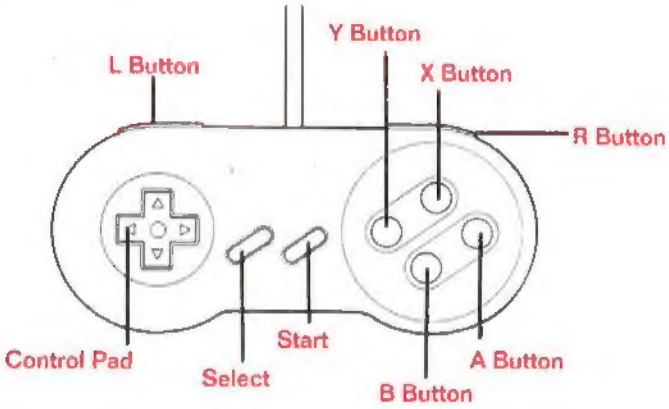
Place the James Bond Jr. game cartridge in the Super Nintendo Entertainment System and turn the machine on. During the title screen, the demo screen or the credit screen, press the **Start Button** to advance to the password screen.

At the password screen, press the **Start Button** to begin the game. During any part of the game, press the **Start Button** to pause the action.

CONTROLLING JAMES BOND JR.

Levels 1,3,5 and 7 feature the James Bond Jr. character. Listed below are the controls for moving him:

The Control Pad



Left or Right - Press to run in those directions. Also to move in those directions while jumping.

Left or Right and X Button - Do this for a flying kick.

Up or Down - Press these to climb ladders in those directions.

Down - Press to make James duck down.

Down and Left or Right - Makes James roll left or right.

The Select Button - Press to change current item.

The A Button - Press to punch enemies.

The B Button - Press to jump up. The longer you hold it down, the higher James will jump.

CONTROLLING JAMES BOND JR.

The X Button - Press to kick enemies. If James is running when this is pressed, he will do a flying kick.

The Y Button - Press to use currently selected item. **Note:** While James has the Rocket Shoes, you must hold the Y Button continuously to make him fly.

Vehicle Levels

Levels 2, 4 and 6 each have a different vehicle for James to use. Their controls are listed in order of appearance.

Level 2 (Minicopter)

The Control Pad - Directs the movement of the minicopter on the screen.

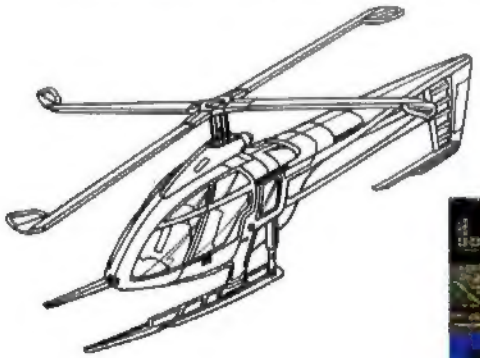
The A Button - Press to drop bombs.

The B Button - Press to fire cannon or special weapon.

Level 4 (Speedboat)

The Control Pad - Press **Right** to speed up, **Left** to slow down and **Up** and **Down** to move the speedboat up and down the screen.

The B Button - Press to fire the cannon.



Level 6 (Jet)

The Control Pad - Directs the movement of the jet on the screen.

The A Button - Press to drop bombs.

The B Button - Press to fire cannon or special weapon.

SPECIAL ITEMS

What would a Bond saga be like without a bunch of really cool gadgets to make his life a little easier? We thought so too.

Levels 1, 3, 5 and 7 (These items can be found throughout the levels.)

Small Silver Grenade

Adds one grenade to your total.

Large Red Grenade

Adds five grenades to your total.

Dart

Adds five darts to your total.

Health

Adds one health point (maximum of 5)

1-Up

Adds one life and increases health points to five!

Each level has special items or weapons that might not be found in other levels. Some are listed below:

Level 1 - The Chase is On!

Super Jump Sneakers

Allows James to jump higher than usual.

Level 2 - Flight to the Temple

Shield

Gives three shield balls to absorb enemy attacks or collisions. Does not protect against flying into terrain.

Shrapnel Tipped Missiles

These explode after reaching a certain distance (or the edge of the screen). They burst into pieces that also damage enemies.

Level 3 - The Temple of Gold

Snake Charming Electro-Flute

Stuns all snakes for several seconds.

Superjump Sneakers

Allows James to jump higher than usual.

Level 4 - The Canals of Venice

Airfoil Wing

Allows boat to jump farther.

Nitro Boost

Allows boat to go faster and also jump farther!

Level 5 - The Sewers of Venice

Freeze Bomb

Freezes liquids for several seconds.

Gas Mask

Allows James to move through poison gas clouds without suffering any damage.

Level 6 - Flight to S.C.U.M. HQ.

Triple Shot Laser Cannon

Powerful laser weapon to destroy enemy ships.

Shield

Gives three shield balls to absorb enemy attacks or collisions. Does not protect against flying into terrain.

Level 7 - Assault on S.C.U.M. HQ.

Rocket Shoes

Allows James to fly.

Thermal Jacket

Prevents icicles from injuring Bond.

Laser Ring

Powerful weapon, especially when used against S.C.U.M.

SPECIAL ITEMS

Screen Displays for Levels 1, 3, 5 and 7

Top left area - Player's score.

Middle area - Current selected item. If there is a number by the item it represents the remaining number of those items that Bond has. If there is no number by the item, (such as the Rocket Shoes), then it has an unlimited amount of uses.

Second from the right - Number of chances remaining. When you have 0 chances the game is over.

Far right - Health count. When the health reaches 0, player loses one chance.

Screen displays for level 2, 4 and 6

Top left - Player's score.

Far right - Number of chances remaining. When you have 0 chances the game is over.

Middle - Any special items collected are shown here.

Special Notes on a few enemy characters

Level 2

Paratroopers - They'll try to cling to James' minicopter and drag it to the ground! Brush them off of the ship with the trees!

Scullcap's Copter - It takes many direct hits to send this ugly bird down!

WARRANTY INFORMATION

90 DAY LIMITED WARRANTY:
THQ, Inc. (Toy Headquarters) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the THQ, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the THQ, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

T*HQ, Inc.
Consumer Service Department
5000 N. Parkway Calabasas, Suite 107
Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90 day warranty period, you may contact the THQ, Inc. Consumer Service Department at the phone number noted. If the THQ, Inc. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to THQ, Inc., enclosing a check or money order for $10.00 payable to THQ, Inc. THQ, Inc. will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

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